
Subject: Re: Layouts and Language 't' files

Posted by [DuncanShortland](#) on Wed, 02 May 2007 15:24:50 GMT

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My problem is that the layout in puzzle has the text fields as t_("....."). This I assume will automatically translate with the .t file as required.

I am unable to get the t_("...") into the layout. I cannot see how it is done using the layout editor.

The only way I can see is a long winded one and thgat is to edit the text file which dwefines the layout.

Is there an easier way?
